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LEGEND
🔲 Interior cells
🔲 Boundary cells

FIG. 1
(PRIOR ART)

Region Interior

Hole

FIG. 2
(PRIOR ART)

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LEGEND
○ Pseudo points
● Data points

FIG. 3

Region 1

Region 2

Region 1 and 2

(a)

(b)

(c)

(d)

(e)

(f)

FIG. 4
(PRIOR ART)

LEGEND
□ (interior, boundary)
⊡ (boundary, boundary)
▨ (interior, interior)

FIG. 5
(PRIOR ART)

(a)   (b)   (c)

(d)   (e)   (f)

FIG. 7
(PRIOR ART)

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Replacement Sheet

FIG. 6

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$(0, y_{max})$
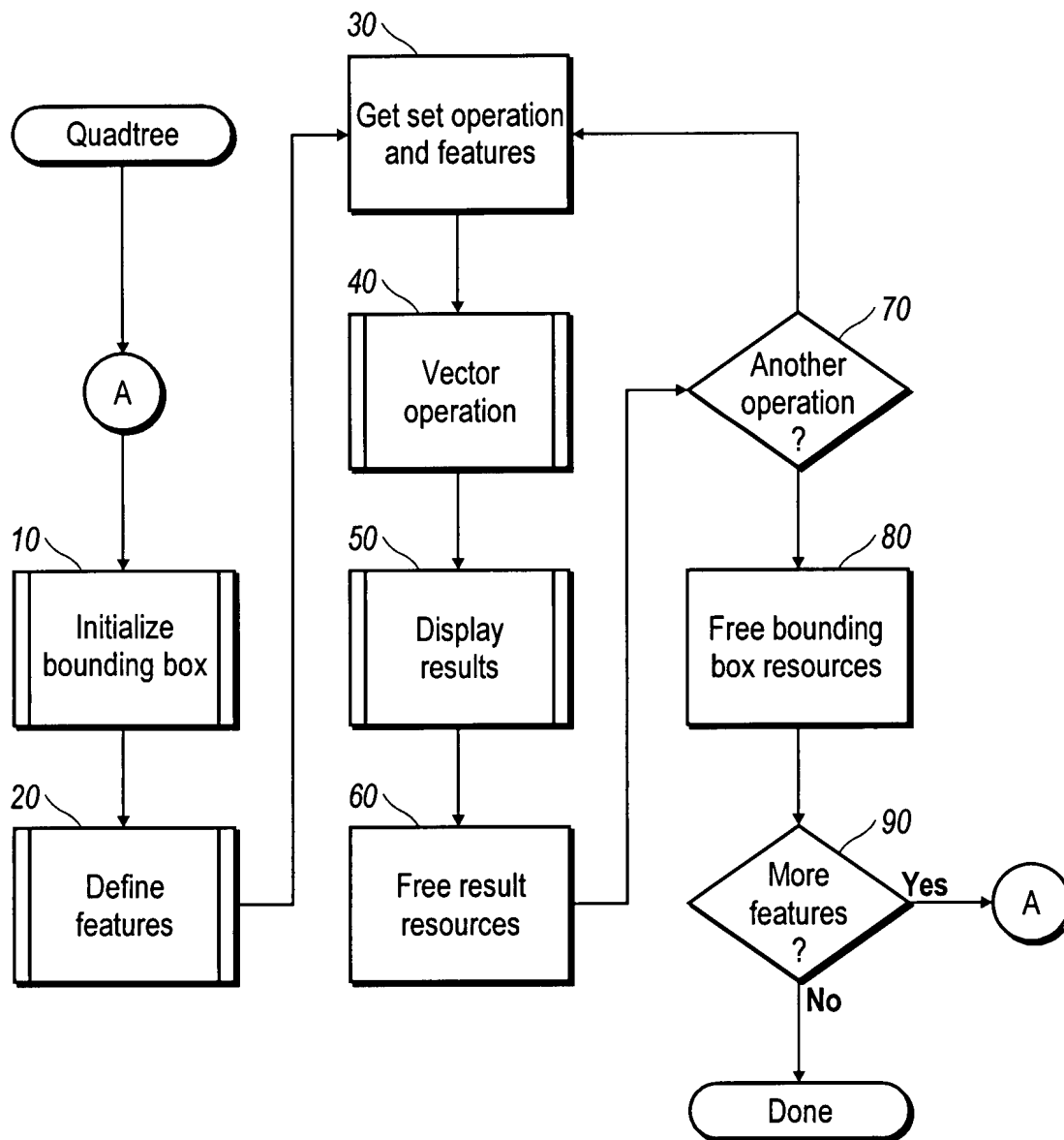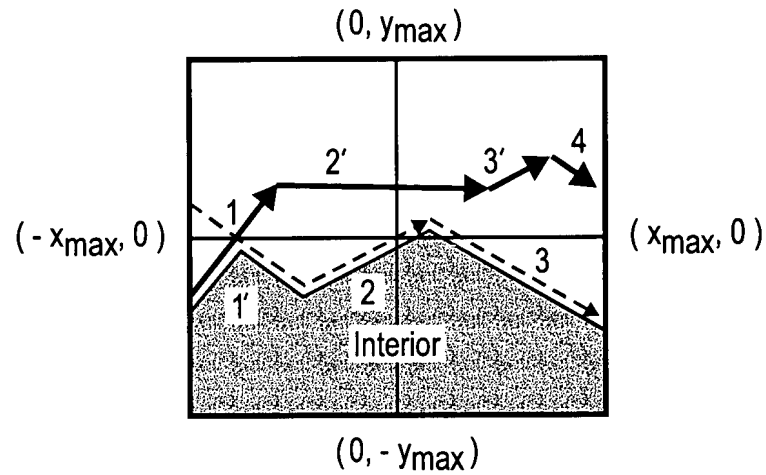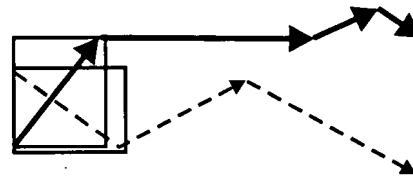
$(-x_{max}, 0)$

$(x_{max}, 0)$

Interior

$(0, -y_{max})$

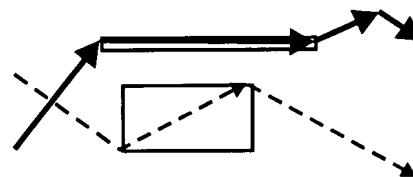**Line segment intersection cases**

The two bounding boxes associated with the first two tuple-pairs from both features intersects as shown to the right
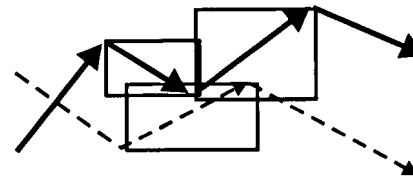
Case 1

The bounding boxes associated with the second set of tuple-pairs do not intersect

Case 2

In the case to the right, two black line segments must be elevated for intersection with a single dashed line segment

Case 3

FIG. 8

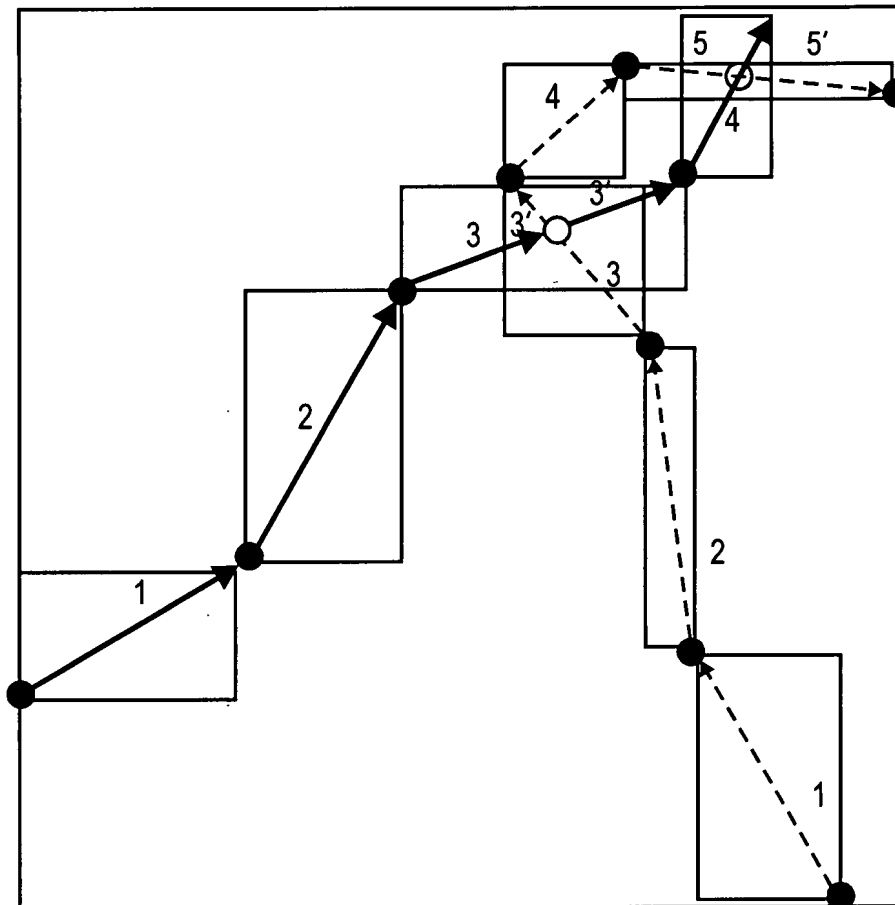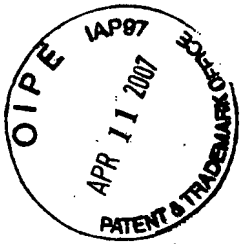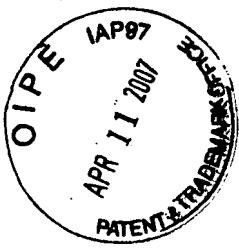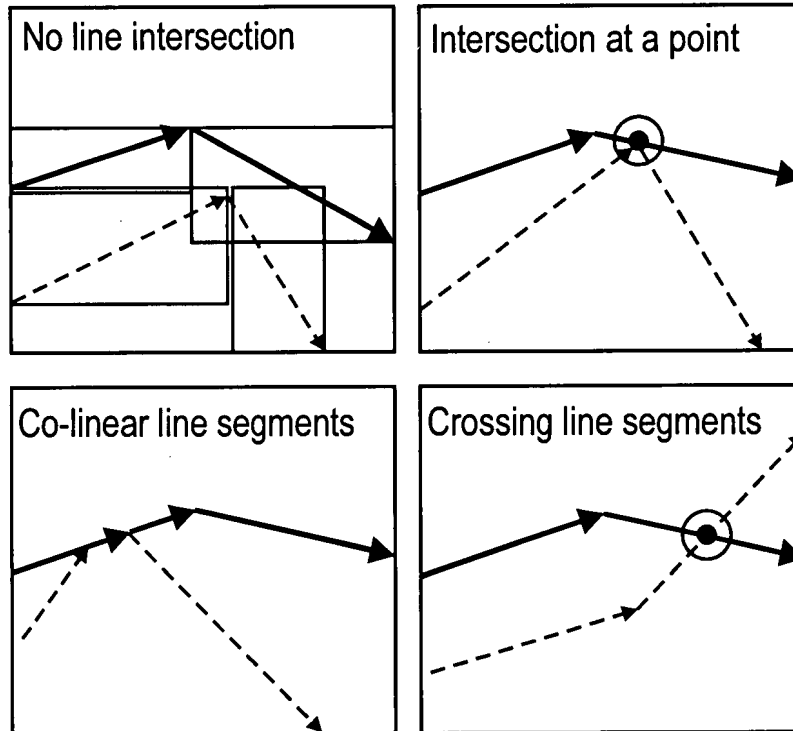*FIG. 9*

No line intersection

Intersection at a point

Co-linear line segments

Crossing line segments

FIG. 10
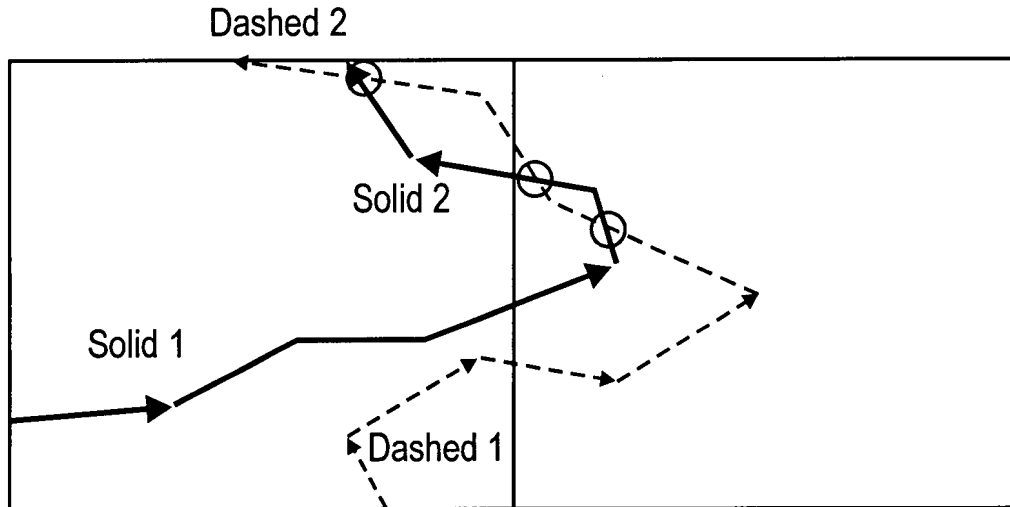
1

1

FIG. 11
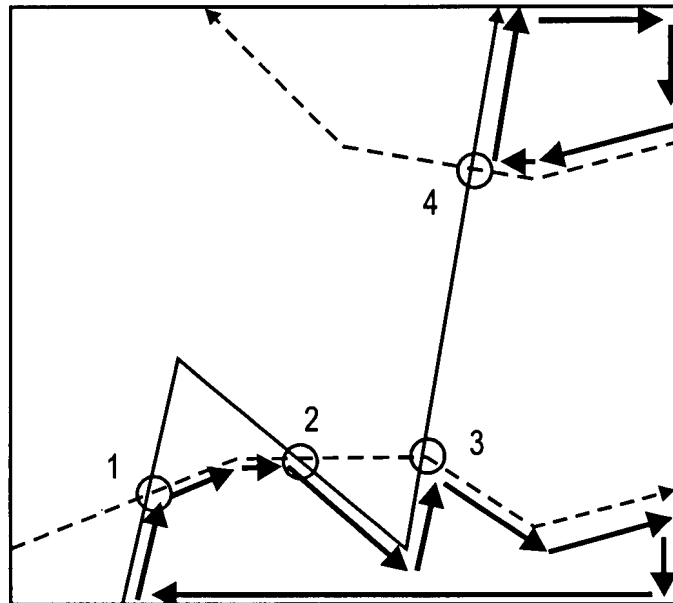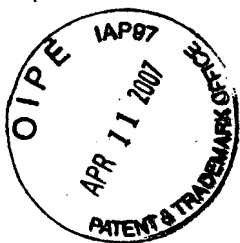
Dashed 2

Solid 2

Solid 1

Dashed 1
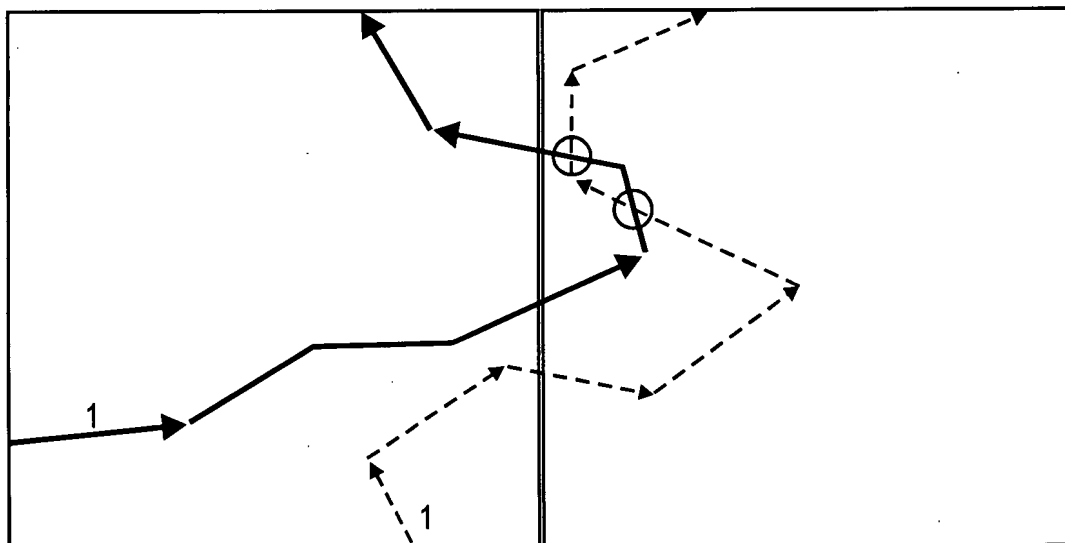
FIG. 12

FIG. 13

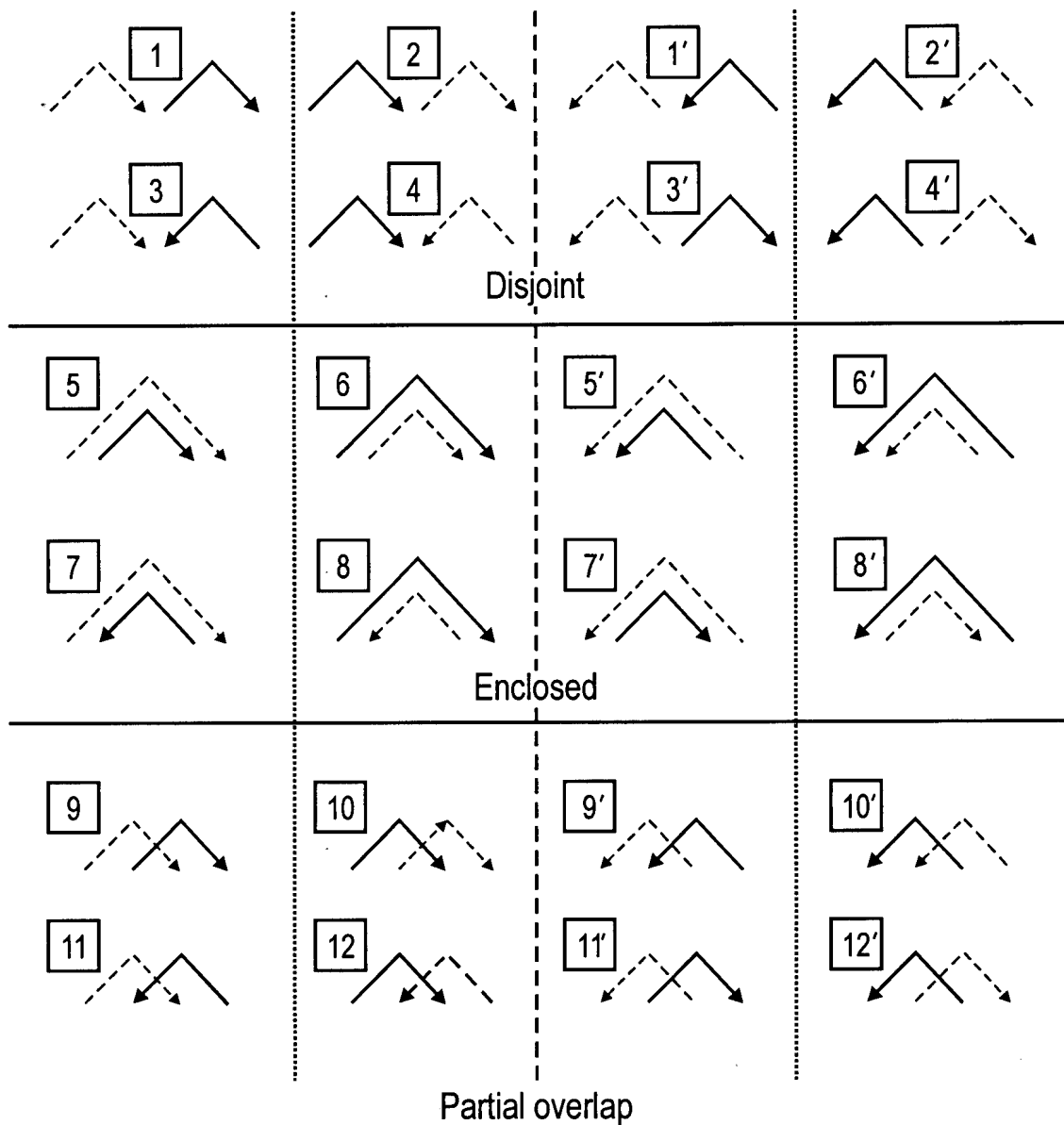## Possible cell entrance/exit point combinations

FIG. 14

Entry/Exit Relationship	Class	Begin point for first cycle (inside is " to the right ") **Intersection**	Begin point for first cycle (inside is " to the right ") **Union**	Begin point for first cycle (inside is " to the left ") **Intersection**	Begin point for first cycle (inside is " to the left ") **Union**
$D_E D_X S_E S_X$	I	First intersection point of solid or dashed feature (Null if no intersect points)	Pseudo points (S_E and D_E)	Pseudo points (S_E and D_E)	First intersection point of solid or dashed feature (Full cell if no intersect points)
$D_E S_X S_E D_X$	II	Pseudo points (S_E and D_E)	First intersection point of solid or dashed feature (Full cell if no intersect points)	First intersection point of solid or dashed feature (Null if no intersect points)	Pseudo points (S_E and D_E)
$D_E S_E S_X D_X$	III	Pseudo point S_E	Pseudo point D_E	Pseudo point D_E	Pseudo point S_E
$D_E S_E D_X S_X$	VI	Pseudo point S_E	Pseudo point D_E	Pseudo point D_E	Pseudo point S_E
$D_E D_X S_X S_E$	IV	Pseudo point D_E	Pseudo point S_E	Pseudo point S_E	Pseudo point D_E
$D_E S_X D_X S_E$	V	Pseudo point D_E	Pseudo point S_E	Pseudo point S_E	Pseudo point D_E

Application of table:

Follow specified boundary entrance feature, accumulating intersection and/or union cycles until all polyline intersection point tuples in the cell have been exhausted.

Cycles alternate systematically along the specified entrance feature between contributions to intersection and union.

Cycles are completed when they close on themselves. The implicit boundary-closing segments of a boundary-closing cycle are not actually represented in the general product.

Comments:

As is apparent from the above formulation, intersection and union are effectively dual operations. The set operation generation procedure is similar regardless of the ordering convention of the polygon tuples (clockwise or counter-clockwise oriented), reflected in the symmetry observed within the above table.

Note that the classes are grouped into pairs. Classes I and II involve inverse operations;

Classes III and VI employ identical generation operations, as do Classes IV and V.

FIG. 15

FIG. 16

Dashed exit
D_X

7 ○ Solid exit
S_X

6

4

5

3

2

Solid
Entrance
S_E

Intersection

1 ○
Dashed Entrance
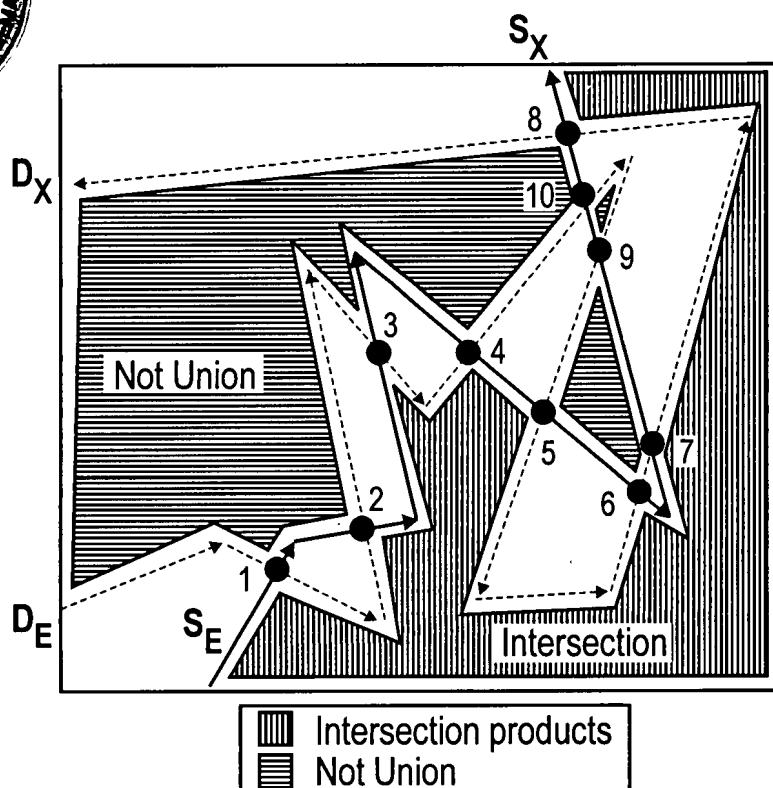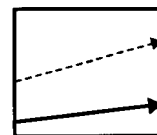D_E

FIG. 17

FIG. 18
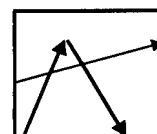
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Class III :
$D_E S_E S_X D_X$
intersections = even

intersections = 0
intersection cycles = 1
union cycles = 1

intersections = 2
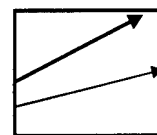# intersection cycles = 1
union cycles = 1

Not Union

Intersection

Intersection products
Not Union

FIG. 19
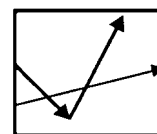
Class IV :
$D_E D_X S_X S_E$
intersections = even

intersections = 0
intersection cycles = 1
union cycles = 1

intersections = 2
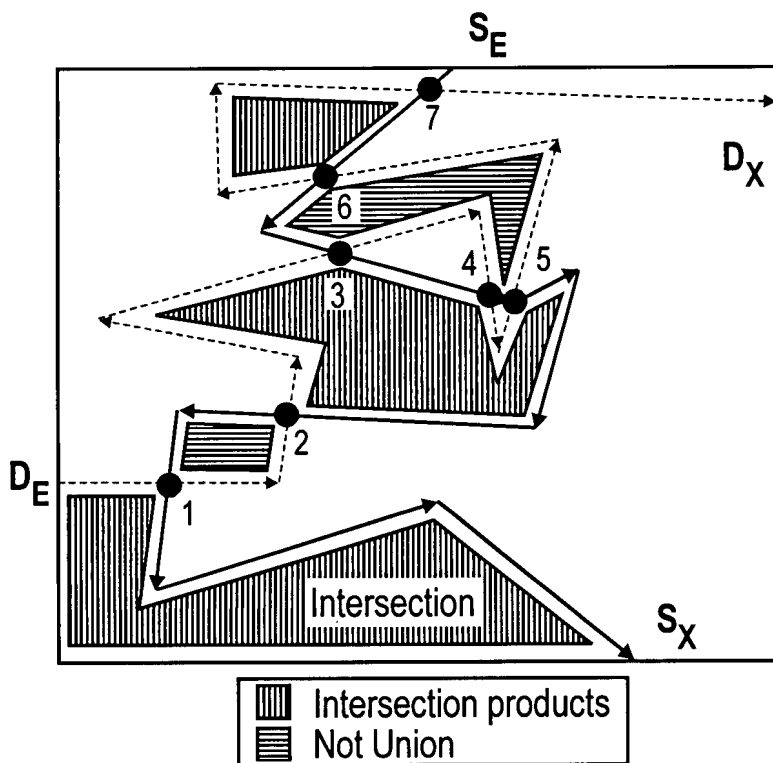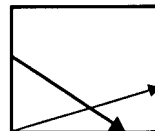# intersection cycles = 1
union cycles = 1

Not Union

Intersection

Intersection products
Not Union
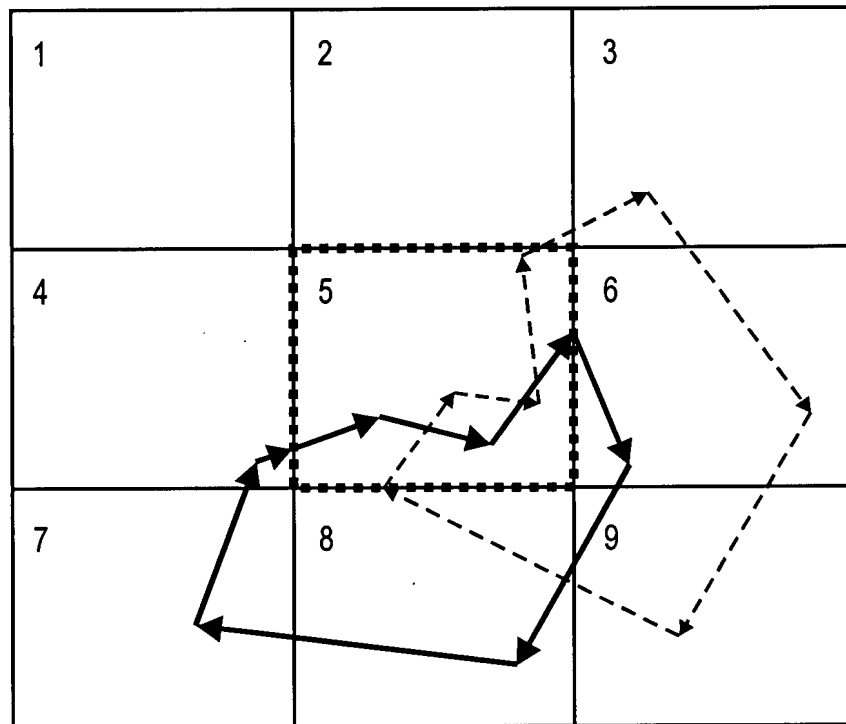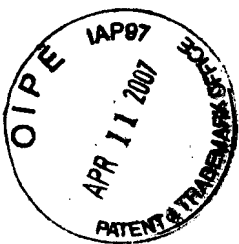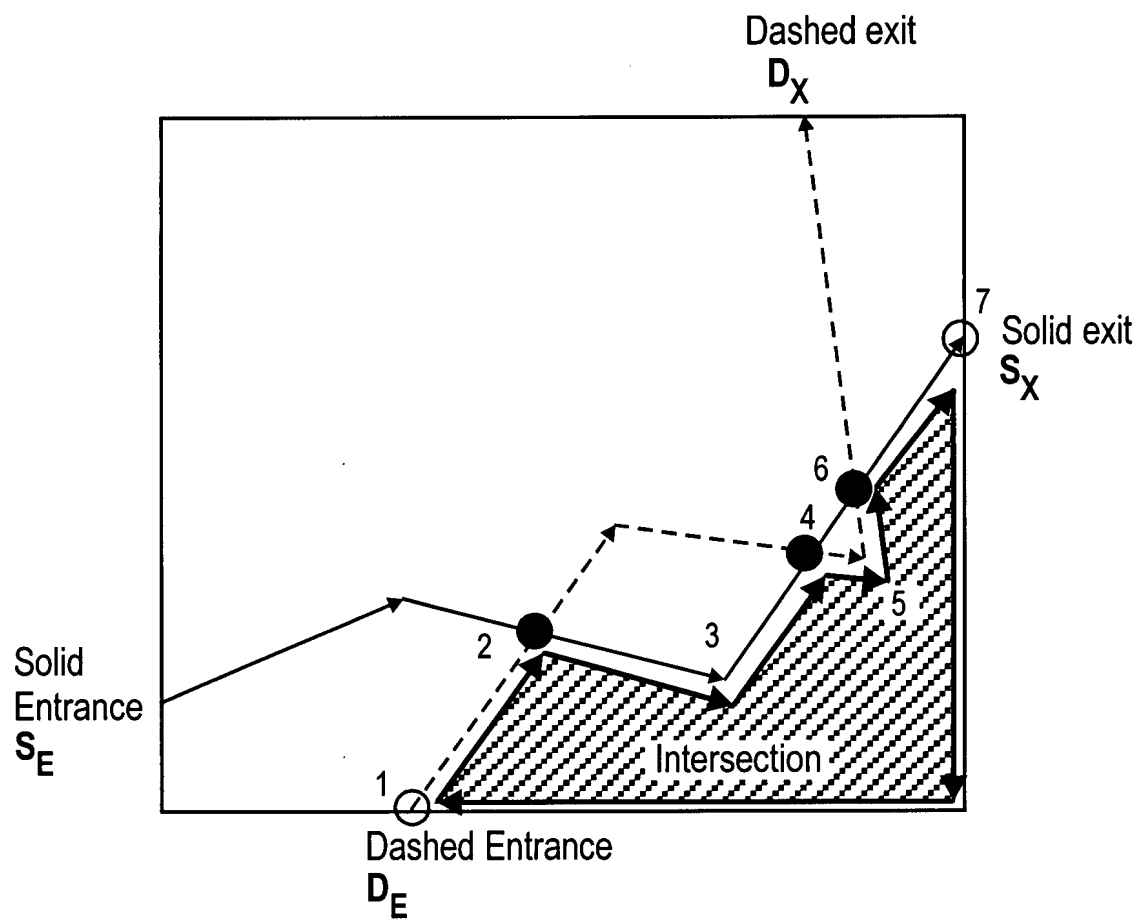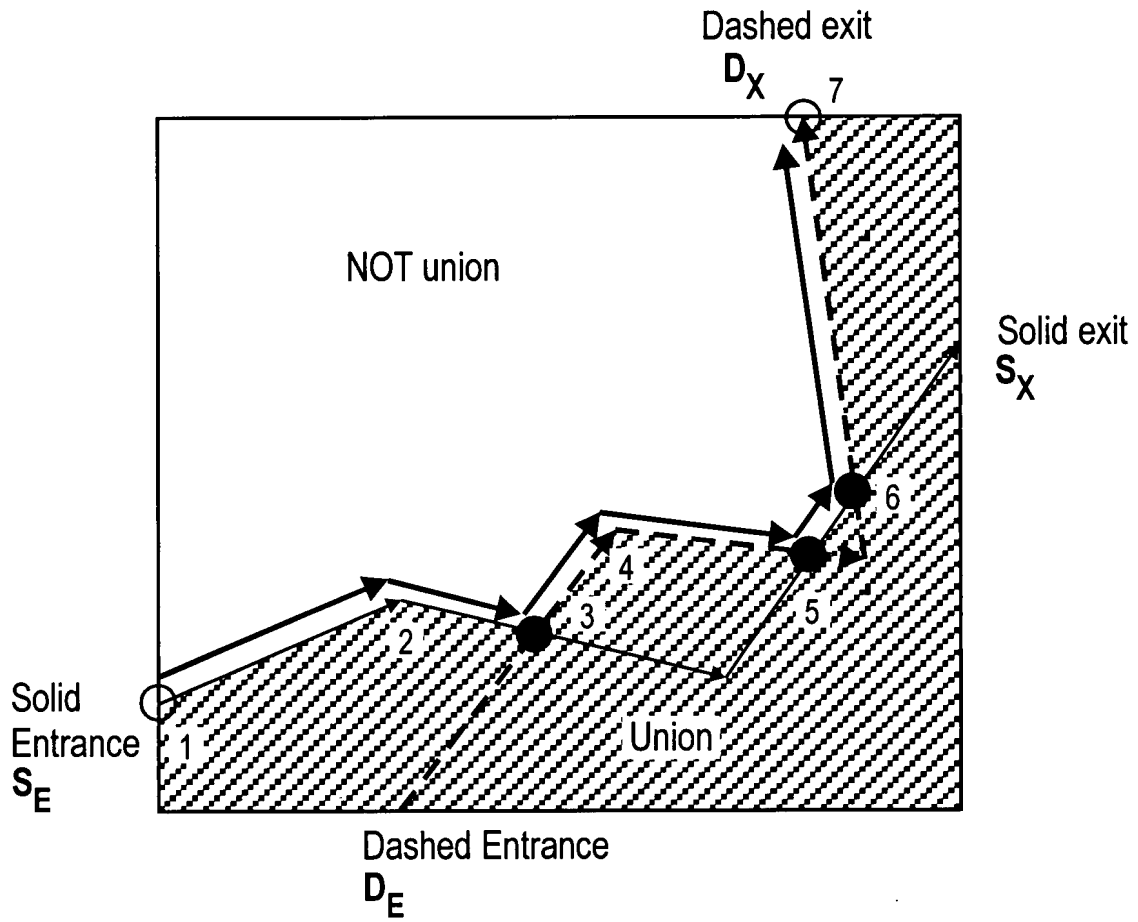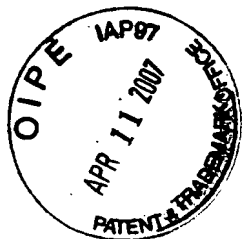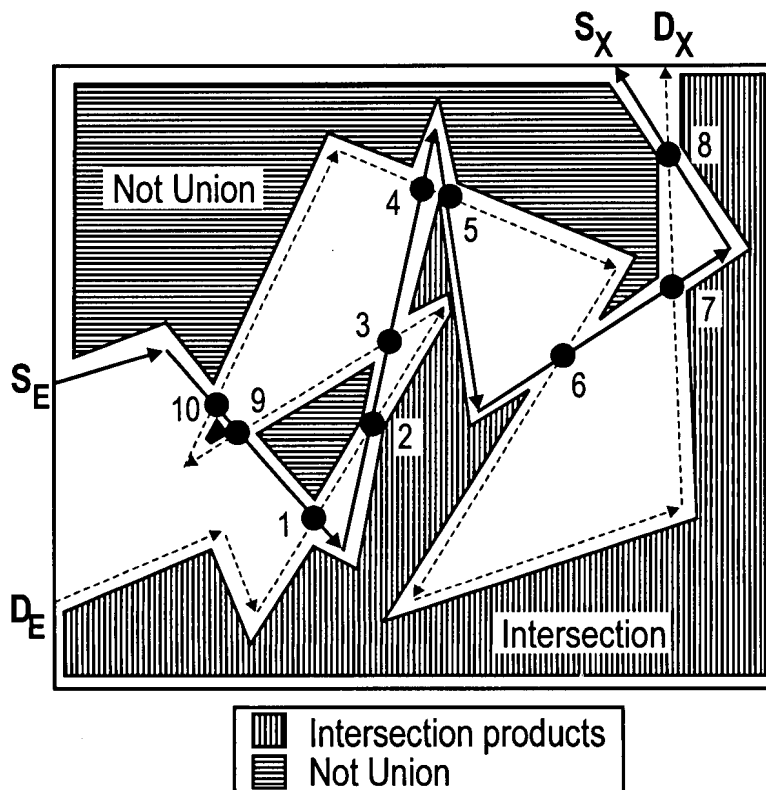
FIG. 20

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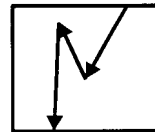

FIG. 21
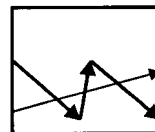
Class V:
$D_E S_X D_X S_E$
intersections = odd

intersections = 1
intersection cycles = 1
union cycles = 1

intersections = 3
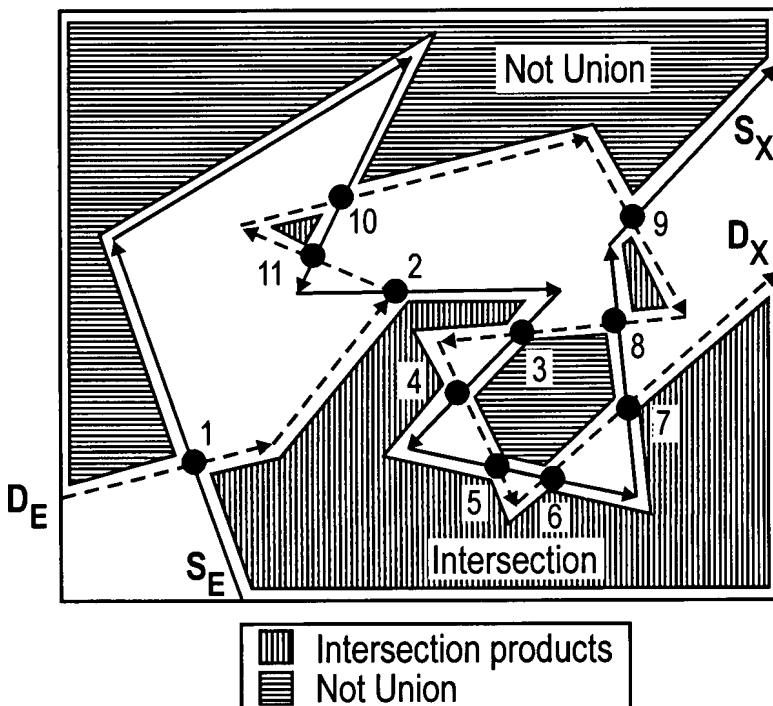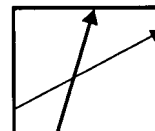# intersection cycles = 2
union cycles = 2

FIG. 22

Class VI:
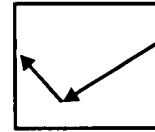$D_E S_E D_X S_X$
intersections = odd

intersections = 0
intersection cycles = 1
union cycles = 1 (or 2)

intersections = 3
intersection cycles = 2
union cycles = 2

Class I:
$D_E D_X S_E S_X$
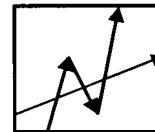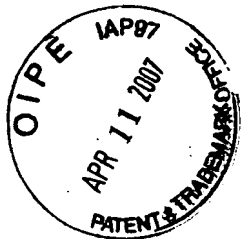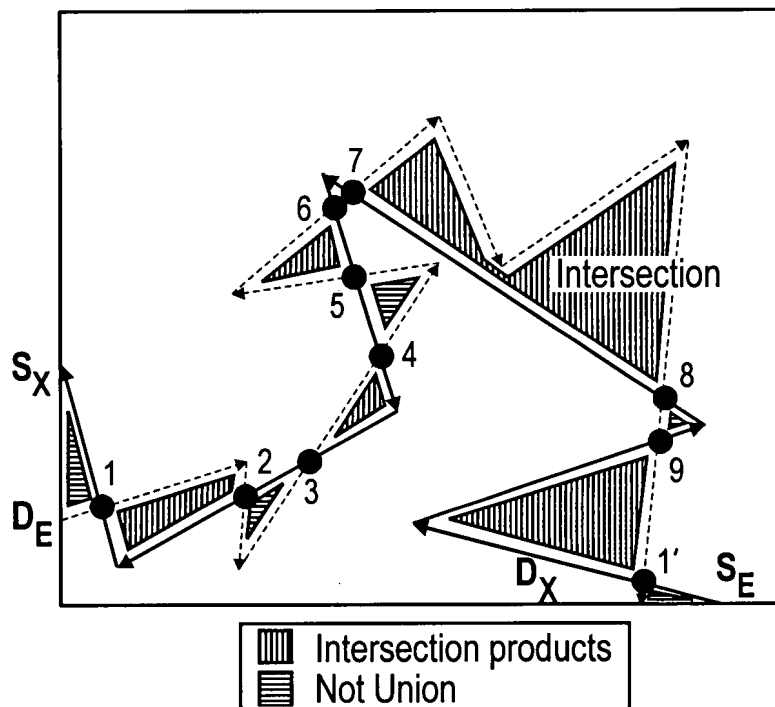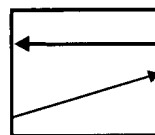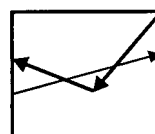# intersections = even

intersections = 0
intersection cycles = 0
union cycles = 1

intersections = 2
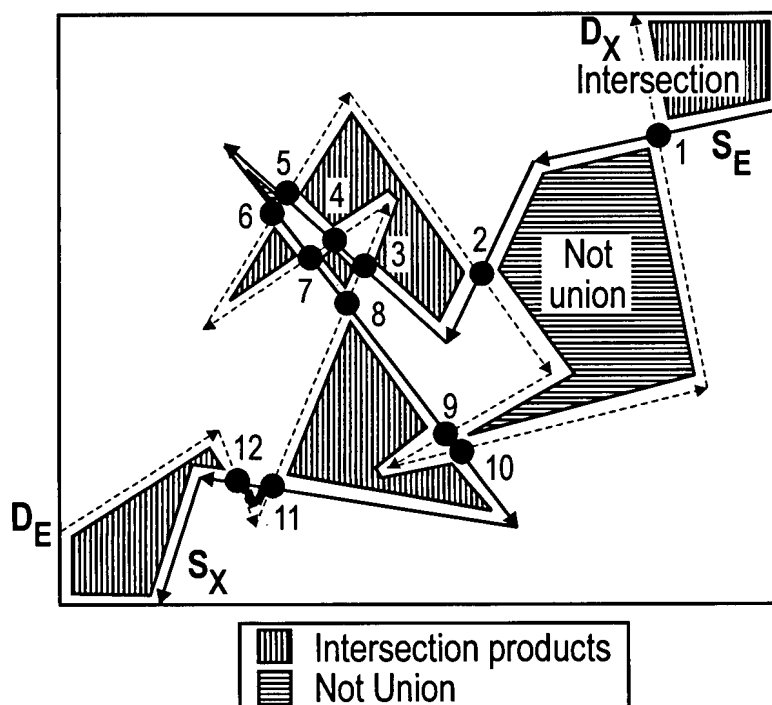# intersection cycles = 1
union cycles = 2

Intersection

S_X
D_E
D_X
S_E
1'

Intersection products
Not Union

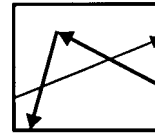*FIG. 23*

Class II:
$D_E S_X S_E D_X$
intersections = even

intersections = 0
intersection cycles = 1
union cycles =
all cell within

intersections = 2
intersection cycles = 2
union cycles = 1
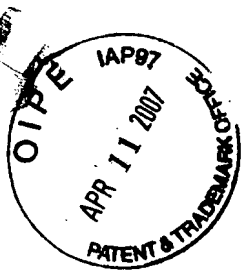
D_X
Intersection
S_E
Not union
D_E
S_X

Intersection products
Not Union

FIG. 24

FIG. 25

Class IV :
$D_E D_X S_X S_E$

FIG. 26

Class I :
$D_E D_X S_E S_X$

Class IV :
$D_E D_X S_X S_E$

FIG. 27

Both resultant
intersection
classes are
Class IV :
$D_E D_X S_X S_E$

FIG. 28
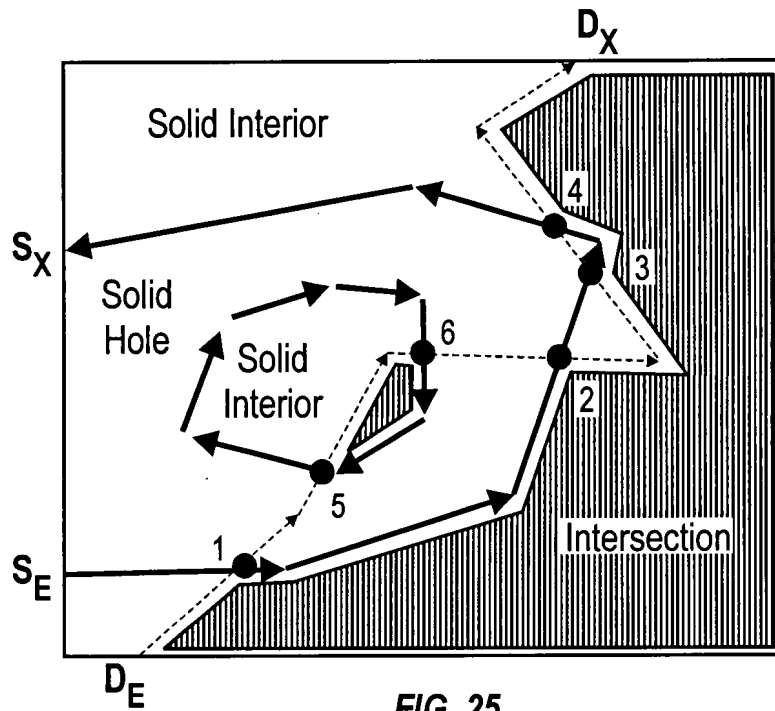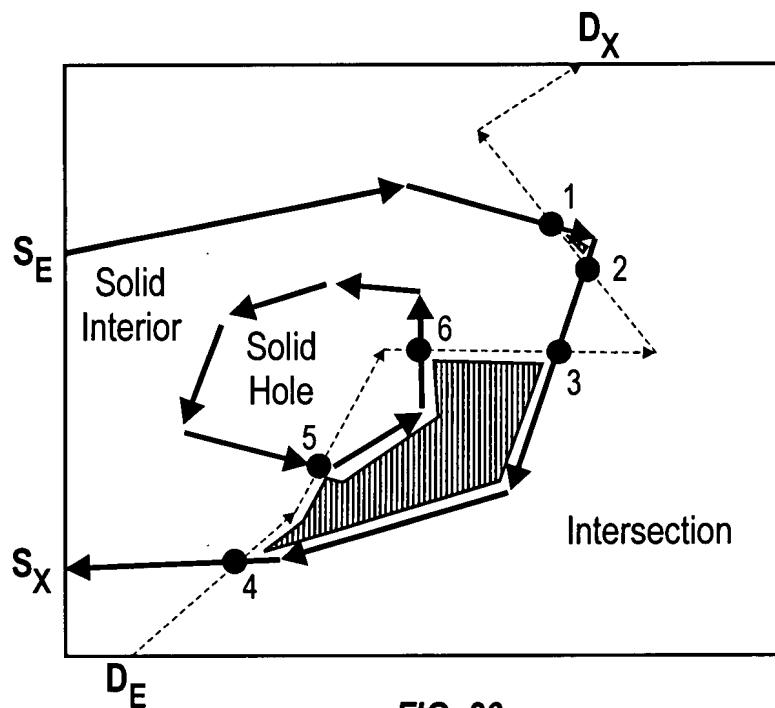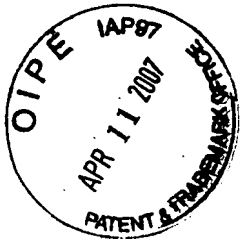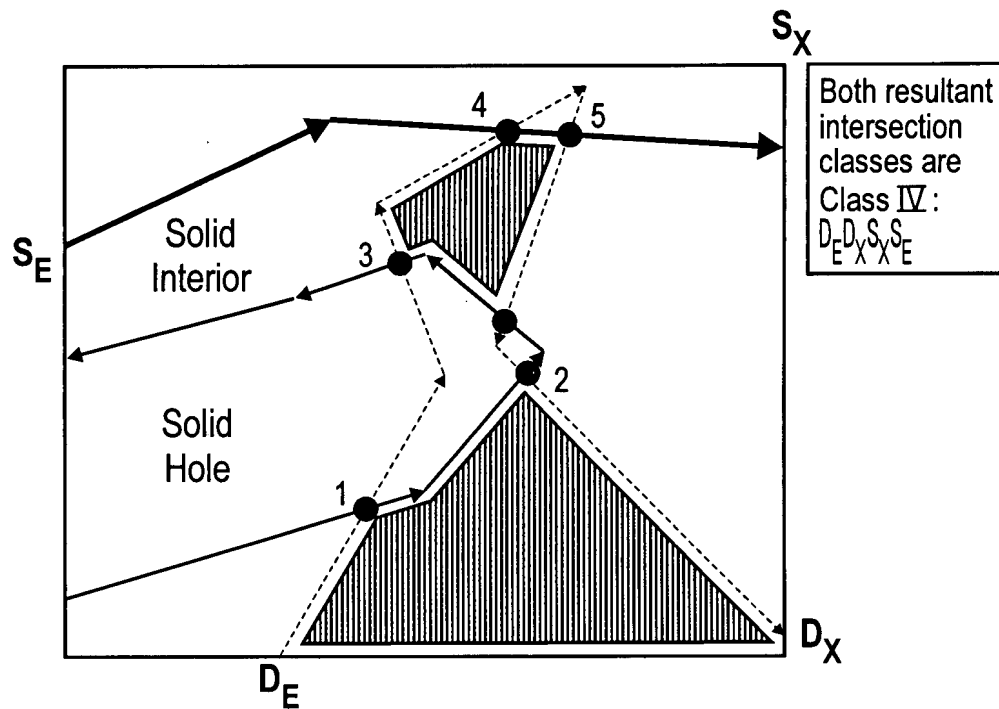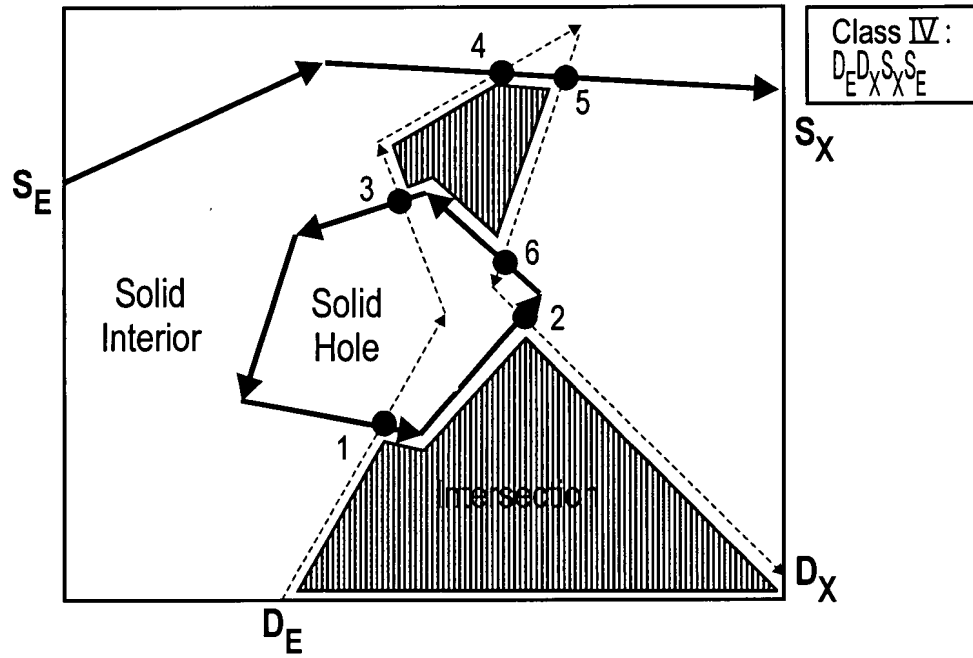
Entry/Exit Relationship	Class	Total # of Intersection tuples within cells	Entry/exit relationship adjacent/ alternating	Special cases # Intersect points	Total Intersect Cycles (to the right)	Total # of NOT union cycles (to the right)	Total Intersect Cycles (to the left)	Total # of NOT union cycles (to the left)
$D_E D_X S_E S_X$	I	even	Adjacent	0 / 2	0 / 1	2 / 2	1 / 1	Full cell / 2
$D_E S_X S_E D_X$	II	even	Adjacent	0 / 2	1 / 2	Full cell / 1	0 / 2	2 / 1
$D_E S_E S_X D_X$	III	even	Adjacent	0 / 2	1 / 1	1 / 1	1 / 1	1 / 1
$D_E S_E D_X S_X$	VI	odd	Alternating	1	1	1	1	1
$D_E D_X S_X S_E$	IV	even	Adjacent	0 / 2	1 / 1	1 / 1	1 / 1	1 / 1
$D_E S_X D_X S_E$	V	odd	Alternating	1	1	1	1	1

FIG. 29

(a) (b)

FIG. 30